

THE GAME

SIERRA VISION™

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ATARI VERSION
BY PETER OLIPHANT

Adventures have never been so hot or so dangerous!! While he cools off sizzling hot plates, fireballs and hot and cold running springs try to dissolve him.

But, he has Super Powers—He's Mr. Cool. He can turn those fireballs into snowballs. But, beware!! Cooling off hot plates is no easy task.

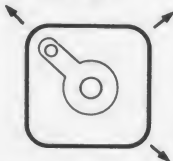
The everlasting fire is waiting below. So be nimble; avoid the hazards of the furnace, and don't let the clock run out. Good luck!!

LOADING INSTRUCTIONS

ROM Cartridge

1. Remove all cartridges from the computer.
2. Plug your joystick in Port #1.
3. Insert your MR. COOL ROM cartridge into your Atari: Center Slot (400); Left Slot (800); Slot on left side (1200).
4. Turn the power on to the computer and monitor.
5. Demo Mode begins one minute after banner (title) page appears if no keys are pressed; new game begins every 30 seconds.

JOYSTICK CONTROLS



Use diagonal movements to move Mr. Cool.

FUNCTION KEYS

◀START▶
◀ANY KEY▶

To Start and Restart game.
To Pause game. Restart with joystick after Pause.
Push Joystick Diagonally (action)
Push/Pull Nondiagonally (no action)

OBJECT OF THE GAME

The object of the game is to match the color of the plates with the color of the top border of the playing field before the end of the round. You start out with four (4) lives (cubes).

SUPER COOL TIME

Get Super Cool Time by pushing button on joystick. Super Cool Time lasts 15 seconds. Fireballs turn into snowballs; the hot springs lose their tails, stop glowing, and turn green.

Now the tables are turned, and Mr. Cool absorbs snowballs and springs for points or possibly a cube. They will stay away for a longer period of time than when they normally disappear.

LEVELS AND ROUNDS

Each level has 15 rounds. Fireballs get faster with each level. Levels go on forever.

FIREBALLS (6)

One for each row except top row.
They move from side to side at various speeds.

SPRINGS (4)

Appear at random in Round #2, Level #1; they enter from top, move downward, and may jump into the fire.

SCORING

Landing On a Hot Plate:

Plate locked in	0 Points
Plate two colors away from target color	10 Points
Plate one color away from target color	20 Points
Plate is target color	30 points

Absorption During Super Cool:

1st Snowball	100 Points	
2nd Snowball	200 Points	
3rd Snowball	300 Points	
4th Snowball	400 Points	
5th Snowball	500 Points	
6th Snowball	600 Points	+ 1 Cube
Each Spring	200 Points	

Bonus Value

Starts at 1000 Points
Increased each round 200 Points
Maximum of 9000 Points

Dissolved Spring (Within Time Clock)	1000 Points
Round Finished (Within Time Clock)	Bonus Value
For every 20,000 Points	One Bonus Cube
Up to 9 cubes can be stored.	

Highest Score and Highest Round

If both are reached during same game, they will appear with asterisks (*) (and will be lost if cartridge is restarted).